

Nintendo ENTERTAINMENT SYSTEM



EmuMovies

Nintendo

Nintendo of America Inc.
P.O. Box 967, Redmond, WA 98052 U.S.A.

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CLU CLU LAND™

INSTRUCTION BOOKLET



Nintendo ENTERTAINMENT SYSTEM

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.



Thank you for selecting the Nintendo® Entertainment System Clu Clu Land™ Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

The evil Sea Urchin has hidden a pattern of gold bars on Clu Clu Land in an underground mystery maze. It's up to you to find the gold before time runs out. But beware — the Sea Urchin will do everything in his power to stop you. Because of some strange power that works in Clu Clu Land, you'll find it hard to turn around freely. The only way you can turn is by hooking a hand around a turn post or bouncing off a wall. Face the Sea Urchin alone, or with a friend and try to uncover the mystery pattern.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

- 1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- 2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

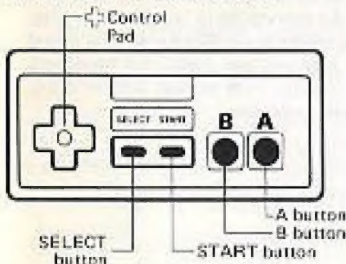
Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – for 1 player game.

Controller 2 – for second player in 2 player game.


Controller 1/Controller 2






[A and B buttons]



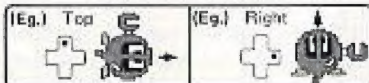
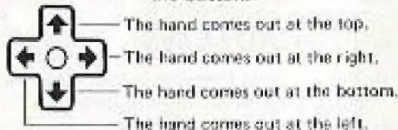
Sends out electric shock waves.
Can send out 2 at one time.

 **Control pad** Moves "Bubbles"

At start-up Decide which direction to start off in.

[Eg.] Start by going to the right.  1  

During play The hand comes out in the direction in which you press the button.





SELECT button

Use this button to move the arrowhead (▶) to the game you wish to play.

START button

Press this button to begin.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

*If you press the START or SELECT button during the demonstration sequence, the game menu will appear.

*The top score disappears once the power switch is turned off.

[Characters]

Bubbles



- A hand comes out from her body.
- She bounces off walls like a ball, but if she's hit by one of Sea Urchin's needles, she bursts.
- She attacks Sea Urchin by giving out electric shocks.



Sea Urchin

- If it finds Bubbles it tries to bump up against her.
- If it is zapped by electric shock waves, its power weakens and it shrivels up.

Red (Controller 1) Green (Controller 2)

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Gold Bar



- The treasure that Bubbles is searching for.

Bonus Sack



11,500 points!

Black Hole



- The Sea Urchin lives here. If Bubbles falls inside, she will be swallowed up.

Rubber Trap



- The Sea Urchin sets it up as a trap. Hit against it and you will get thrown back.

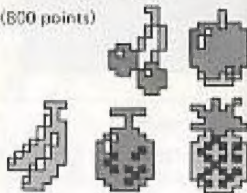
Turnpost



- Bubbles hooks her hand around this to turn.

Bonus Fruit

(800 points)



Bonus Flag



- You get an extra Bubbles.


Bonus Timer




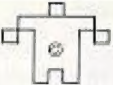
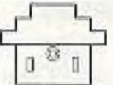







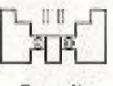
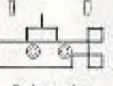


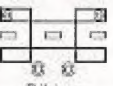


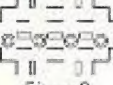


- The screen suddenly brightens and the Sea Urchin, the time counter, and the opposing player (in a 2 player game) freeze for as long as the bonus time lasts.

3. HOW TO PLAY

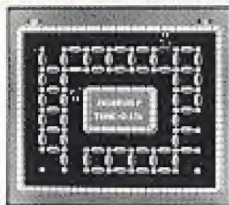
Rules and tips

- If Bubbles passes above a gold bar that the Sea Urchin has hidden, it appears on the screen.
- Try to find all of the gold bars in the time given. The remaining time and the remaining number of gold bars are displayed at the top of the screen. If you find all of the gold bars, the screen is cleared.
- Bubbles will stick out a hand in the direction pressed on the  control pad. If you hold the control pad down, Bubbles will go around and around the turn-post. The direction she flies off in depends on your timing in releasing the control pad.
- Try to control the horrible Sea Urchin with electric shock waves (buttons A and B). However, the Sea Urchin will only be stunned by the shocks for a moment, and after awhile will recover. To get rid of the Sea Urchin for good, you must try to crush it against the outside wall of Clu Clu Land while it is stunned and its color is yellow.
- Sea Urchin hides the gold bars in a pattern forming a certain shape so it won't forget where the bars are hidden. You don't know what the shape will be, but you can get a hint from the color of the outside wall of Clu Clu Land.
- Clu Clu Land comes in 5 different colors and each color has 4 different pattern forms, for a total of 20.

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Pink	 Heart	 Person	 House	 Face
Green	 Clown	 Eagle	 Mouse	 Spade
Blue	 Glasses	 Koala Bear	 Butterfly	 Submarine
Purple	 Hole	 The letter H	 Ribbon	 Key
Yellow	 Figure 1	 Figure 2	 Figure 3	 Figure 4

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- After the last yellow scene you get a bonus round. In the bonus round, you just have to find and grab as many gold bars as you can.
- After you have gone through 21 scenes (including the bonus round), you have been all the way through Clu Clu Land. You start over again from the 22nd scene.
- From the 22nd scene on, passing over a gold bar twice covers it again. No points are awarded for this. To complete the pattern form and move onto the next, all gold bars must be uncovered.

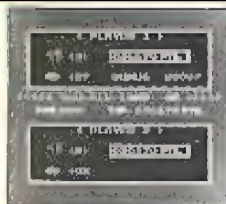
You lose a Bubbles when:

- A player bumps up against the Sea Urchin.
- A player falls into a black hole. (Unless A player is hooked around a turnpost to turn at the time).
- The timer runs out (TIME 000).

Tips/Hints

- In the 2-player game, if both Bubbles get stuck together, stick out a hand and grab a turnpost. That should separate them.
- If you get caught in a double trap on the mouse or butterfly scene, have the other Bubbles (the other player) bump into you to help you out.

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Scoring

- Points are totaled and displayed on the score display screen. (Fruit, sacks and other bonus points are added up during play.)
 - * Gold Bar 100 points
 - * Sea Urchin 500 points
 - * TIME X X X . . . time left over counts as extra points
- In the 1 player game, if you finish a round within 300 on the timer 2,000 points
- In the 2 player game, the one who gets the most gold bars 2,000 points
- If you get all the gold bars on the bonus round 30 points

NOTE: If, while playing in the bonus mode, the player wins all the gold nuggets (perfect), 30 points are added to the score although the instructions on the screen say that for a perfect score 3,000 points are added.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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MEMO

1. The first thing I noticed when I stepped out of the car was the smell of fresh air. It was a relief after being stuck in traffic for hours. I took a deep breath and felt a sense of freedom. The sun was shining brightly, and the birds were singing. It was a beautiful day, and I was finally out there.

2. I walked towards the park, feeling a sense of purpose. I had been thinking about this for a long time, and now it was here. I could feel the grass under my feet, and the wind in my hair. It was a perfect moment, and I was going to make the most of it.

3. I saw a group of children playing in the sandbox. They were laughing and having fun. I smiled at them and felt a sense of joy. I remembered my own childhood, and how much I loved to play. It was a reminder of the simple pleasures in life.

4. I walked towards the lake, feeling a sense of peace. The water was calm, and the trees were green. It was a beautiful scene, and I was finally in a place where I could relax. I took a deep breath and felt a sense of calm.

5. I saw a small boat on the lake. It was a simple wooden boat, and it looked like it was perfect for a quiet afternoon. I walked towards it, feeling a sense of adventure. I was going to take a little trip, and I was going to enjoy every minute of it.

6. I got into the boat and felt a sense of freedom. The boat was small, but it was perfect. I was alone, and I was in control. I was going to enjoy this trip, and I was going to make it a special one.

7. I rowed the boat across the lake, feeling a sense of accomplishment. It was a challenge, but I was up to it. I was going to prove to myself that I could do it. I was going to make this trip a success.

8. I saw a small island in the distance. It was a beautiful sight, and I was going to go there. I was going to explore it, and I was going to make it a part of my trip. I was going to make this trip a special one.

9. I rowed the boat towards the island, feeling a sense of excitement. It was a beautiful sight, and I was going to go there. I was going to explore it, and I was going to make it a part of my trip. I was going to make this trip a special one.

10. I reached the island and felt a sense of triumph. I had made it, and I was going to enjoy every minute of it. I was going to make this trip a success, and I was going to make it a special one.

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MEMO

1. The first thing I noticed when I stepped out of the car was the smell of fresh air. It was a relief after being stuck in traffic for hours. I walked towards the park, feeling a sense of freedom. The children were playing happily, and the sound of their laughter filled the air. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

2. The second thing I noticed was the warmth of the sun on my face. It was a pleasant surprise, as I had been expecting a cloudy day. I walked along the path, feeling the grass under my feet. The children were still playing, and I could hear their voices from a distance. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

3. The third thing I noticed was the sound of the birds. They were singing happily, and their voices were a welcome change from the silence of the city. I walked along the path, feeling the grass under my feet. The children were still playing, and I could hear their voices from a distance. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

4. The fourth thing I noticed was the sight of the flowers. They were in full bloom, and their colors were vibrant. I walked along the path, feeling the grass under my feet. The children were still playing, and I could hear their voices from a distance. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

5. The fifth thing I noticed was the feeling of the breeze. It was a gentle breeze, and it felt like a soft touch on my skin. I walked along the path, feeling the grass under my feet. The children were still playing, and I could hear their voices from a distance. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

6. The sixth thing I noticed was the sight of the children. They were playing happily, and their faces were lit up with joy. I walked along the path, feeling the grass under my feet. The children were still playing, and I could hear their voices from a distance. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

7. The seventh thing I noticed was the sound of the water. It was a gentle sound, and it felt like a soft touch on my skin. I walked along the path, feeling the grass under my feet. The children were still playing, and I could hear their voices from a distance. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

8. The eighth thing I noticed was the sight of the trees. They were tall and leafy, and their shadows were cast on the ground. I walked along the path, feeling the grass under my feet. The children were still playing, and I could hear their voices from a distance. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

9. The ninth thing I noticed was the feeling of the sun. It was a warm feeling, and it felt like a soft touch on my skin. I walked along the path, feeling the grass under my feet. The children were still playing, and I could hear their voices from a distance. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

10. The tenth thing I noticed was the sight of the sky. It was a clear blue sky, and the sun was shining brightly. I walked along the path, feeling the grass under my feet. The children were still playing, and I could hear their voices from a distance. I took a deep breath and smiled. It was a beautiful day, and I was finally able to enjoy it.

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MEMO

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90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America, Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Dulles, Washington State (800) 422-2802, or Inside Washington State (206) 852-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America, Inc.
NES Consumer Service Department
4020 - 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for \$10.00 payable to Nintendo of America, Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.